

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

19. (Currently Amended) A gaming machine comprising:

a first combination of game software components, said first combination comprising a plurality of game software components including first game graphics, first game sounds and game system components;

a master gaming controller designed or configured to present a game on the gaming machine using the first combination of game software components;

a network interface for communicating with a remote server and receiving game software components from said remote server including second game graphics and second game sounds;

processor logic for combining game software components from said first combination including the game system components with game software components received from said remote server to generate a second combination of game software components including the second game graphics and the second game sounds; wherein said second combination is used to present a game on the gaming machine.

20. (Original) The gaming machine of claim 19, further comprising: a memory storing a plurality of game software components.

21. (Original) The gaming machine of claim 20, wherein the memory is selected from the group consisting of an EPROM, a flash memory a ROM, a RAM, a CD, a DVD, a tape drive, a hard drive and a non-volatile memory.

22. (Original) The gaming machine of claim 20, wherein at least one of the plurality of game software components stored in said memory is used to generate the second combination game software components.

23. (Original) The gaming machine of claim 19, further comprising: a memory storing game software version information for a plurality of game software components.

24. (Original) The gaming machine of claim 19, wherein the remote server is a gaming terminal data repository.
25. (Original) The gaming machine of claim 19, further comprising: a firewall.
26. (Original) The gaming machine of claim 19, wherein the game software components are selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information, game networking components.
27. (Original) The gaming machine of claim 19, wherein the network interface is a wireless network interface or a wired network interface.
28. (Original) The gaming machine of claim 19, wherein the network interface is configured to allow connection of the gaming machine to an internet network or an intranet network.
29. (Original) The gaming machine of claim 28, wherein the intranet network is selected from the group consisting of a cashless system network, a progressive game network, an accounting network and a bonus game network.
30. (Original) The gaming machine of claim 19, wherein the game is a video bingo game, a video lottery game, a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game, a video game of chance and a video card game.
31. (Original) The gaming machine of claim 19, further comprising: a modem.
32. (Currently Amended) In a remote server, a method of modifying game play on a plurality of gaming machines, the method comprising:
- monitoring game performance including coin-in of a first game played on a gaming machine;

determining that a configuration update has been triggered based upon at least the game performance of the first game;

establishing communications with the gaming machine;

identifying one or more game software components for the configuration update on the gaming machine that enable a second game to be played on the gaming machine;

bundling the game software components; and

sending the game software components to the gaming machine wherein said game software components are used to present a the second game on the gaming machine.

33. (Original) The method of claim 32, further comprising, prior to sending the game software components, contacting a local ISP and sending the game software components via the local ISP.

34. (Original) The method of claim 32, further comprising, looking up an IP address of said one or more gaming machines.

35. (Original) The method of claim 32, further comprising, encapsulating said game software components in multiple information packets.

36. (Original) The method of claim 32, further comprising encrypting said game software components.

37. (Currently Amended) The method of claim 32, further comprising, generating instructions for configuring the game software components and sending said instructions with said game software components[;] .

38. (Original) The method of claim 32, further comprising: requesting game software component version information from the gaming machines.

39. (Original) The method of claim 32, further comprising: receiving game software component version information from the gaming machine.

40. (Original) The method of claim 32, further comprising: receiving game transaction information from the gaming machines and storing said game transaction information.

41. (Original) The method of claim 40, further comprising: storing said game transaction information according to one or more game data categories.

42. (Original) The method of claim 41, wherein the game data categories are selected from the group consisting of game version data, game data, gaming terminal data, player data, route data and venue data.

43. (Original) The method of claim 40, further comprising: prior to storing said game transaction information, determining access privileges for said game transaction information.

44. (Original) The method of claim 40, further comprising: prior to storing said game transaction information, performing one or more operations on said game transaction information.

45. (Original) The method of claim 40, further comprising: determining a data storage partition from among a plurality of data storage partitions for storing said game transaction information.

46. (Original) The method of claim 45, wherein the plurality of data storage partitions correspond to a plurality of gaming entities.

47. (Currently Amended) The method of claim 32, further comprising: checking a list of update triggers [;]₂.

48. (Original) The method of claim 47, wherein the update triggers are selected from the group consisting of an update time, an update day, an update week, a game event, a game performance event and a player input.

49. (Original) The method of claim 32, wherein the game is a video bingo game, a video lottery game, a video black jack game, a video slot game, a mechanical slot game, a video poker game, a video keno game, a video pachinko game, a video game of chance and a video card game.

50. (Original) The method of claim 32, wherein the game software components are selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information, game networking components.

51. -60. (Cancelled)

61. (Currently Amended) In a gaming machine, a method of updating game software components, the method comprising:

generating a game play on the gaming machine using a first combination of game software components, said first combination of game software components including first game graphics, first game sounds and game system components;

establishing communications with a remote server;

receiving ~~one or more~~ game software components from said remote server including second game graphics and second game sounds;

unbundling said ~~one or more~~ game software components;

generating a second combination of game software components wherein said second combination of game software components comprises game software components from said first combination including the game system components and the game software components received from said remote server including the second game graphics and the second game sounds;

~~comprising a plurality of game software components including the one or more game software components received from said remote server;~~

and

presenting a game play using the second combination of game software components.

62. (Original) The method of claim 61, further comprising: sending game software component information to said remote server.

63. (Original) The method of claim 61, further comprising: sending game transaction information to said remote server.

64. (Original) The method of claim 61, wherein the game play is a video bingo game play, a video lottery game play, a video black jack game play, a video slot game play, a mechanical slot game play, a video poker game play, a video keno game play, a video pachinko game play, a video game play of chance and a video card game play.

65. (Original) The method of claim 61, wherein the remote server is a gaming terminal data repository.

66. (Original) The method of claim 61, wherein the game software components are selected from the group consisting of game system components, game paytables, game bonusing, game progressives, game graphics, game sounds, game jurisdiction information, game networking components.